

Dragonquest

Written by Hercules Gunter, WA, for the John Sands Sega Personal Computer Copyright Hercules Gunter 1984

Minimum System Sega SC3000, 16K RAM minimum required.

Once upon a long, long time ago, the Dwarven folk lived in the Caverns of Dwarvendell. Deep they delved, and rich were the treasures they unearthed, as they lived their long and merry lives.

Then came... the Invasion of the Dragons.

Now there is little left of the Dwarves' civilisation. They have long since vanished, leaving behind the remnants of their amazing inventions: their Instant Transport System, the Magic Caves, Bottomless Pits which formed part of their defence system when covered by retractable bridges, unfortunately useless against the Dragons, and their short-range communication devices, the Magic Rings.

It is one of these Rings which you have found. It has led you into the Caves, and although you do not know how to use it properly, it helps you by occasionally showing you a Map of your position and warning you of the proximity of dangers or treasure.

Your quest is to gather as much gold as you can with the equipment available. You are provided with 10 arrows and 35 units of fortitude with which to reach your target of \$1000. When you reach this target you may choose to be spirited to another level of the Cavern system, where you acquire another 10 arrows and 35 units of fortitude. As the amount of your accumulated loot increases, the hazards become more numerous.

If you prefer speed to receiving warnings, you may strike confidently without pause, except for occasional glimpses of the Map.

You acquire treasures by finding abandoned hoards or by killing the dragons which guard them. It is advisable to shoot from a neighbouring cave and not venture into the dragon's cave until you have killed it. Should you enter a live dragon's cave, the odds are against you when it comes to fighting at close quarters. If you are very lucky, it may fly away or be so replete after a recent meal that it is not interested in you. Should you fail to avoid the dangers, or should you run out of fortitude, the spell which conjured you into the caverns will fail,

and you will return to the humdrum world of reality. To move around the cave system, you may use the four keys marked with arrows, or the corresponding directions on Joystick 1. To fire an arrow, press the space bar, or use the trigger. Then enter the firing direction as for a move. When you have shot a dragon, you remain in the cave from which you were shooting.

Holding down the arrow keys or space bar speeds up the game, as you do not get the Magic Ring's warnings. This does not affect the appearance of the Maps.

Other Strategy Games include Solar Conquest!

TAPE LOADING INSTRUCTIONS

For John Sands Sega SC3000 Personal Computer

1. Connect the computer as shown on the user instruction card and insert the BASIC cartridge.
2. Connect a lead from the IN socket at the back of the computer to the OUT socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.
5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.
7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.
8. There are two copies of each program on the labelled side of the tape.

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